

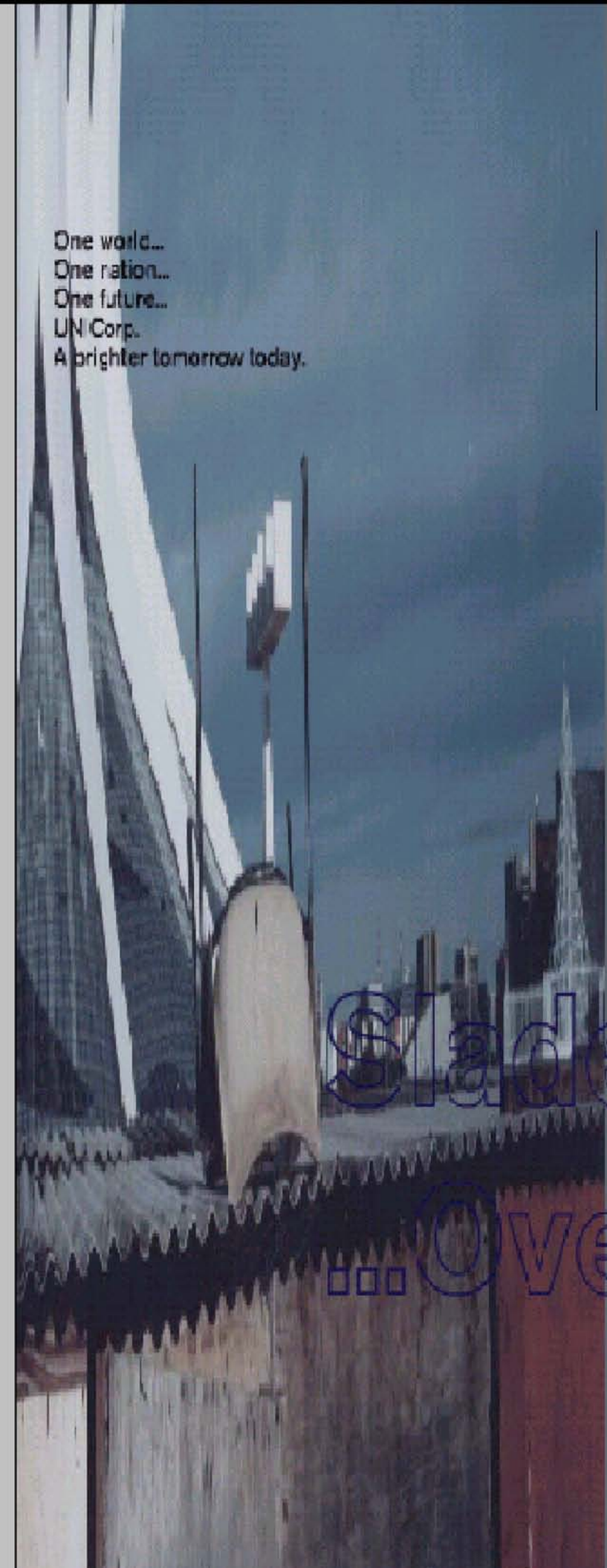


Spides Dreams

One world...
One nation...
One future...
UNI Corp.
A brighter tomorrow today.

consumer-associates

Slade Stevens' ...Overworld





Spider Dreams presents

Slade Stevens' ...Overworld

Slade Stevens' ...Overworld is a campaign setting based on a dystopian future. The nations of the world have fallen, the ecosystems of the planet have been destroyed. All that is left are massive biospheres whose only purpose is to continue UNICorp's commerce and productivity, even though there is no other corporation to compete against, and the only consumers are its own employees. Outside of these CorpStates, life has managed to continue, though it is primitive and brutal. There are myths and legends of a utopian society living beneath the surface of the barren earth, but many do not believe that such a place exists.

Will you be able to survive the harsh and desolate Overworld? Will you rise to godlike power within the ranks of UNICorp? Or will your adventures lead you down another path?

Find out what the future holds for you in Slade Stevens' ...Overworld.

(This free version of Slade Stevens' ...Overworld is intended as an introduction to the full version of the campaign setting. It does not contain all the features of the full version, but is fully playable. In the future, supplements to this Active Exploits setting will be available, free of charge, to enhance your enjoyment of this setting. Spider Dreams, the Spider Dreams logo, Slade Stevens' ...Overworld, and its contents are Copyright 2003 by Sacred Wolf Inc, unless otherwise specified. Spider Dreams is an imprint of Sacred Wolf Inc.)

ACTIVE EXPLOITS DICELESS ROLEPLAYING

Active Exploits is a diceless roleplaying system designed for quick and easy play. The Active Exploits Core Rules are available on the internet at <http://www.pigames.net>. Anyone who wishes to distribute new material for free may do so, provided it includes this notice and does not violate the terms of the distribution agreement (available with the core rules). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a license from **Politically Incorrect Games** by contacting them at info@pigames.net.

The following materials based on Active Exploits, entitled *Slade Stevens' ...Overworld*, are made available by, and Copyright 2004 by Sacred Wolf Inc, and are not necessarily endorsed in any way by Politically Incorrect Games or any publisher of other Active Exploits materials. Neither Politically Incorrect Games or any publisher of other Active Exploits materials is in any way responsible for the content of these materials unless specifically credited.

Original Active Exploits materials Copyright 2002 by Politically Incorrect Games and Brett M. Bernstein, All Rights Reserved. Active Exploits is a trademark of Politically Incorrect Games.

**Welcome to UNICorp North America
Pacific Rim Division¹
City of Industry, Island of California**

This brochure will help guide you through the City of Industry CorpState.²

We hope that you enjoy your stay. Play. Consume. And remember:

***You are the product of the finest achievements of
genetics and technology that the world has to offer.³***

UNICorp and You	2
Powering the Corpstates	2
Feeding the Consumer-Associates	2
The High Price of Crime	3
“Every Job Is Important”	3
The Importance of Entertainment and Leisure Time	4
“You’re Always Home”: Travel Within UNICorp	4
The Overworld	4
The Offworlders and UNICorp	5
“The Board is our Shepherd, we shall not want...”	5

We Are Here For You



UNICorp and You

You are one of the lucky few to have been chosen by The Board to live a happy and healthy life in the CorpStates. There are many who live outside the safety and comfort of a CorpState, doomed to an existence of conflict, disease, barbarism, and fear.

Outside of the CorpStates, there is no one to take care of you. Indeed, those who were not among the chosen were not even created by The Board. The prototypes⁴ are better than those outside, in the Overworld; even though they are flawed, they are useful to UNICorp, doing the jobs that are beneath you.

It is not easy to imagine a life without the specially designed food, the continual presence of energy, the safety, the education, and the opportunity to produce and improve yourself even more.⁵ Sadly, there are those who cannot or will not follow the simple laws of the CorpStates. They are either rehabilitated or removed.

But why would anyone want something different?

UNICorp has invested time and resources into improving life. You are the direct result of that concern for humanity. You are the best UNICorp has to offer. UNICorp has given you training and the opportunity that few have: a productive life in a secure environment, doing what you do best for the betterment of all Consumer-Associates.

Powering the CorpStates

At UNICorp, we strive to supply you with the cheapest, most stable energy. To ensure

a steady, seamless stream of power, each CorpState utilizes a variety of sources. Nuclear energy provides roughly 50% of our electricity, solar collectors are used extensively, and wind farms have recently opened in UNICorp North America (but are currently in the test phase).⁶ Our engineers continue to explore new possibilities to reduce the costs of energy to our valued Consumer-Associates.⁷

We pride ourselves on safety, and are happy to report no injuries within the CorpStates as a result of our energy programs. Every Consumer-Associate is important to us. We care about you.⁸

Feeding the Consumer-Associates

In addition to state of the art energy resources, UNICorp strives to develop a higher quality of food. Each division has its own hydroponic farm, stocked with fruits, grains, and vegetables designed to meet the nutritional needs of that division. Through genetic engineering, we are able to bring you a unique and healthy diet that will provide a superb meal that stimulates and invigorates.

Meats are grown to the same high standard as our produce. Each animal has been designed to maximize flavor and nutrition, and minimize waste and by-products. We work hard to bring you the best possible food, because we have so much invested in you.

In addition to continuous research and development of new energy sources and food items, UNICorp strives to reuse and recycle the resources that are used in the production of your meals. The most precious commodities (other

than our state-of-the-art Consumer-Associates) are used and re-used during growth and production.⁹ (Because each division has its own standards, it is recommended that you stay at a hotel designed for your division and offers a friendly menu. Please refer to the travel section, “You’re Always Home.”)

The High Price of Crime

UNICorp prides itself on the safety and well-being of its Consumer-Associates. It is always a surprise and a disappointment to the Board that any of its Consumer-Associates would willingly ignore any of the tenets that keep the CorpStates running so smoothly, and with such benefit to those whom we serve. Yet, it happens. For whatever reason, these individuals believe that the rules and regulations, that have served UNICorp so well since the beginning, are not for them, or do not apply. The rules are simple: do as you are asked; if you have a need, fill out a requisition; do not relate with Consumer-Associates who are outside of your class; do not take what has not been requisitioned to you; do not take what is not yours, including, but not limited to, your or another’s life.

The individuals who ignore these rules are given every chance to return to UNICorp. Those who continue to ignore the simple rules are relocated outside of UNICorp’s holdings.¹⁰ If there is any question as to the legality of an action that you are considering taking, please don’t take action. Defer to a supervisor or manager, or one of the many UNICorp Security Personnel.

Security Personnel

These brave men and women have dedicated their lives to preserving your security in UNICorp. They are the finest consumer-associates that we have been able to build.¹¹ Every day, these brave consumer-associates strive to save our other valued consumer-associates from the evils in the world. Sometimes, they have to save our consumer-associates from themselves. You will see security personnel posted around most CorpStates: they are easily identifiable by their uniform (gold colored body armor with an egg-shaped helmet¹² which is embossed with the UNICorp logo), so if any of our consumer-associates are in need, our security personnel may be quickly found.

If you are in need of assistance, approach the security personnel with caution. They are armed with personal control devices, which are not lethal, but are expensive and difficult to remove.¹³

Security specialists are also in demand. Many CorpStates are turning to preventative deterrents to keep their consumer-associates safe, including intensive therapy and supervision for potential offenders. The more drastic cases may require medical treatment to ensure that they do not engage in activity that would endanger other consumer-associates, or themselves.¹⁴

Every Job Is Important

Even though the security personnel are built to be the finest we have to offer at UNICorp, we are not saying that you are any less important to us than they are. If anything, you are more important to us. You are the driving force behind everything that UNICorp does. Our

consumer-associates are the reason we are here today. We want the best to ensure that our consumer-associates are able to work, consume, and play without worry. From the building and grounds maintenance consumer-associate who keeps our CorpStates clean and pure to the Vice-Presidents of those CorpStates, each consumer-associate is an equal and valuable part of the UNICorp family. How would the Vice-President of, say, the City of Industry CorpState feel if she had to walk through a CorpState street that was filled with used packaging and small animals? She wouldn't be proud of her CorpState. Likewise, how would the grounds maintenance person feel if he had to make someone fix a faulty computer terminal for the City of Industry CorpState? Not properly taken care of.

We at UNICorp want you to feel proud of your position as a consumer-associate, a productive contributor to a brighter tomorrow today.

The Importance of Leisure and Entertainment

The Board understands that work can be terribly stressful for our consumer-associates, and that it is necessary for your health to enjoy the time that you have outside of work. That is why the Board has developed a wide variety of recreational and entertainment activities for all of our consumer-associates.¹⁵ From live theater, to movies, books, and graphic novels, we provide imaginative and stimulating programming to enhance your time away from productivity.

The ways that you spend your leisure time have an effect on every other citizen in the CorpState. By not indulging in our scientifically designed entertainment and leisure venues, you

are causing your fellow consumer-associates to lose productivity. When they lose productivity, they are unable to help support UNICorp and the CorpStates. Without their support, UNICorp will not be able to retain you as a consumer-associate, and you will be downsized and sent into the Wastelands. So you can see that your support of UNICorp's leisure activities not only benefits you directly, by easing your stress and raising your comfort level, it keeps you productive and happy, as well.

“You're Always Home”: Travel Within UNICorp

We strive to give our consumer-associates the finest in entertainment and recreation. When you want to get away from it all, we understand that it's just the routine that you wish to escape, not your refined lifestyle. While we make every effort to make our production as pleasurable as possible, we understand that there can be too much of a good thing. When it comes time for a little time to yourself, we want to make you as comfortable as possible.

This is why we at UNICorp strive to keep all of our recreation areas as fresh and new as possible, while maintaining the quality of service that you expect from UNICorp consumer-associates. We endeavor to provide our travelers with all the amenities of home, even while they are far away.¹⁶

During your stay, feel free to explore the CorpState. And remember that, in UNICorp, you're always home.

The Overworld

While travel between the CorpStates is almost completely safe and secure¹⁷, there still remains one unquestionable danger: the Overworld. The dangers of the Overworld are numerous. The air is not purified as inside the CorpStates¹⁸, and is lethal to consumer-associates who do not have proper protection. The inhabitants of the Overworld are primitive, hostile, and savage. They lack social systems and governing bodies, such as the Board. They hunt for food. They have been known to kill consumer-associates during transports of goods, ignore the commodities that were being transported, and eat the navigators.¹⁹ There are creatures that have adapted to the outside environment, as well; these creatures are indescribable. The world outside of the CorpStates is no place for civilized humans. Life there is short, brutish, and ugly.

The Off-Worlders and UNICorp

Many years ago, UNICorp sent a number of ships and consumer-associates into space to colonize the moon and some of the more habitable planets.²⁰ In recent years, trade has been established with these colonies, as their technology has improved in agriculture and mining.²¹ Few consumer-associates have made the trip to these colonies, as it would be difficult to spare them for the length of time that the flight takes. However, some consumer-associates have chosen to retire there.²² It is a well-known fact that the Off-Worlders' loyalty to UNICorp is unswerving and unquestionable. They are among our happy consumer-associates.

“The Board is our shepherd, we shall not want...”

Happy consumer-associates is the goal of the Board. To further that goal, the Board has instituted laws. Some of them may seem strange or confining, but they are all designed with you, our consumer-associates, in mind. Without these laws, the CorpStates would fail, and the beautiful civilization that we have created for you would be lost.²³ The Board has your best interests at heart.

The Board should be followed, for it is the only thing standing between our consumer-associates and certain death in the wastelands of the Overworld. Productive consumer-associates are rewarded by the Board in life with the latest entertainment services, and they are ensured eternal rest after a life of service to the Board and their fellow consumer-associates.²⁴

All life in the CorpStates flows from the Board. The food that you are given, the home that is provided to you, even the air that you breathe was made possible through the exhaustive efforts of the Board. Without the Board to watch over our consumer-associates, we would all be lost.²⁵

Thanks be for the Board!

We Are Here For You

Remember that no matter what happens, UNICorp is here for you. You only need to ask, and your needs will be provided. UNICorp gave you life, and we will not let you down.

Setting/Game Notes:

1 The divisions of UNICorp are geographic. There are nine divisions: North America, South America, North Africa, South Africa, the European Islands, West Asia (the former Middle East), Middle Asia, East Asia, and Australia. Each division is independent, though all are under the control of The Board.

2 Each division is subdivided into the CORPStates, independent manufacturing complexes. Each complex is the size of a large city (or small country), providing the living environments for 20 to 100 million Consumer-Associates. The CORPStates are self-contained, and are not much different from 21st Century cities. Some are simply megalithic buildings, while others are encased in massive domes. Consumer-Associates seldom leave their home CORPState, as everything that they need is provided by UNICorp.

3 These are the first words that the children of UNICorp's consumer-associates learn. From birth, they are trained to have undying and unquestioning loyalty to UNICorp and their home CorpState. Each consumer-associate believes, in their heart of hearts, that they are the finest worker that UNICorp has produced, and that their lives would be completely devoid of meaning without UNICorp. From the labor force to the highest levels of management, the consumer-associates hold UNICorp as their mother and father, their creator, their provider and protector, and their reason for existence inside the walls of the CorpStates. Consumer-associates are happy and productive. Each has faith that it is possible to

achieve the ultimate dream, to run one of the CorpStates under the direct authority of UNICorp itself.

The selfless and fanatical devotion to UNICorp by the consumer-associates cannot be stressed enough. UNICorp is their life.

The idea that any child could grow up to become a Vice-President in charge of a CorpState is fostered throughout the individuals' educations. However, it is not a publicized fact that almost all of the Vice-Presidents of the CorpStates are either clones or metagenics who were successful experiments. UNICorp holds the eternal carrot of power in front of every consumer-associate, with promises of great rewards for achievement beyond the individual's expectations. It is through a rigorous and extensive advertising campaign that UNICorp is able to promote the nearly false dream.

All consumer-associates (including the ones who have been exiled) have the Belief and Value convictions that they are part of UNICorp, and should not do anything against it. These are at the Compulsion level. The consumer-associates have an unnatural loyalty to UNICorp. It is life and death to them.

4 UNICorp refers to members of other divisions as "prototypes" to reinforce the uniqueness and superiority of the members of a Consumer-Associates home division. Communication with other divisions is hampered by the lack of a shared language.

The consumer-associates' convictions bias them against other CorpStates. They react negatively to consumer-associates from other CorpStates at the Inclination level.

5 Consumer-Associates are trained for their specific job, and in UNICorp culture. The arts are used as propaganda for UNICorp, and the sciences are taught only when a job requires it. The potential to improve oneself is only an incentive; rarely do individuals move higher than a specific function in UNICorp. This belief is important to consumer-associates. Although they couldn't name two people that they know who have moved up in the ranks at UNICorp, they hold the Belief (at Commitment level) that they will be an exception.

6 The continuous flow of energy is crucial to UNICorp, in order to keep the machine running. Any downtime is seen by The Board as an opportunity for Consumer-Associates to think independently, which could lead to rampant democracy and overwhelming freedom. Downtime is not only a loss of profitability, it is a threat to The Board.

7 While the UNICorp engineers do continue to research new sources of power, the cost of energy to Consumer-Associates gradually increases, about 1% over the course of a year. The consumer-associates' income seldom matches the rise in cost. It is almost always below the rise.

8 The unstable and dangerous power plants are located outside of the CorpStates, in their own compounds. They are manned and guarded by individuals and metagenics that UNICorp deems "undesirable" or "potentially dangerous." Accidents do occur, sometimes set up by UNICorp. This helps to reduce the number of threats from within. The by-products

of the fusion/fission reactors, the radioactive wastes, are dumped in the Wastelands. The drums are flown in and dropped by The Pilot (reprinted at the end).

9 The food products are modified to generate the most harvest with the least amount of resources. The hydroponic farms are connected with the livestock "ranches" in order to conserve resources. Fish hatcheries and growing ponds recycle water from sewage treatment plants, and pump the overflow into hydroponic farms. The hydroponic farms, in turn, process the used water for Consumer-Associates' use. New water is created in the fission plants. The foods are engineered to lower the toxins in the body, as well as promote health. Consumer-associates who are unable to eat food produced by UNICorp raise their TOX level by 1 for every 2 days that the food is not consumed.

Overworlders and others who eat food produced by UNICorp have a faster healing rate. They are able to heal one injury point per day more than usual. Their TOX rating (if they have one) is reduced by 1 per two days. After three days of not eating the engineered foods, their healing rates and TOX levels return to normal.

Pets are non-existent in the CorpStates. They are unnecessary, and waste valuable single-use goods (food). In fact, animals of any kind are rarely seen within the CorpStates. UNICorp has taken measures to eliminate insects, arachnids, birds, or any non-essential creature from the CorpStates.

Most of the "animals" in the UNICorp farms are little more than circulatory and nervous systems encased in muscle. The tissue has been modified to operate with only an autonomic

nervous system to keep a heart beating. The things are fed intravenously with waste products pumped out of the organism for use in the farms.

Houseplants, in a nearly infinite variety, are kept by Consumer-Associates. The plants help to provide oxygen, and eliminate toxins in the air. (The air supply within the CorpStates is regulated, with constant filtration and monitoring. The system is so concise that even viruses and other contagions are removed before an infection may be spread. The average Consumer-Associate's immune system is very susceptible.)

10 Former Consumer-Associates who break the law are lobotomized, and re-assigned to harmless duties. A second offence leads to the banishment of the offender to the Overworld, outside of the CorpStates.

11 UNICorp has dabbled in genetic engineering, but has not been able to perfect it. The security personnel are the products of the engineering that has worked (along with selective breeding of consumer-associates); the by-product that has been created through the experimentation with genetics are often metagenics (when they survive), and either used in further experimentation, placed into a job where they can do little harm and remain out of the public eye, or sent into the Overworld outside of UNICorp's CorpStates. (See: "The Metagenics Culture Pack.")

12 The body armor is a layered mesh of kevlar, woven metal, and cloth. It is designed to withstand impact, heat, electrical shock (it is self-grounding—as long as any part of it is touching a grounded object it will become

grounded itself), and laceration.

Microcomputers in the helmet enhance visual and audio input to allow the wearer to see clearly, and receive data from the central computer to identify potential problems among the nearby people. The audio enhancements soften background noise, and listen for any keywords or voice tones that convey hostility from individuals other than the person (or persons) that the security personnel are focused on.

The armor is considered Synthetic. It will lower injury by 2 points (either fatigue or injury).

13 Security personnel are armed with tasers, foaming restraints (which adhere to the target, and quickly expand to restrict movement—these are usually used on a target's legs; the foam stream is about one inch diameter, and expands to 12 inch diameter within the first second), as well as more primitive bolas and cuffs when these are unavailable or impractical. If they are used, the target must pay UNICorp for their discharge (prorated to a weeks' salary).

Both tasers and foaming restraints will cause fatigue damage. Tasers cause 2 points fatigue; foam incapacitates for 36 turns (3 minutes). If the individual attempts to break free, they will suffer 1 point fatigue damage each turn until unconscious.

14 UNICorp has used drugs on their citizens since the Fall. Consumer-associates are fed small doses of performance-enhancing drugs twice daily, and are subject to mood-altering drugs to calm or sedate them, or to chemically alter their personalities if they begin to show

behaviors that are threatening to the UNICorp way of life. In extreme cases, they are lobotomized or banished to the Overworld.

Because of the steady diet of chemicals, beginning in their early 20s, the average consumer-associate's lifespan is about 40 to 45 years old.

Stimulants are used to promote a character's alertness and energy. One grade of fatigue is removed with each dose (but the individual suffers two grades of fatigue when the effect wears off, usually about 4 hours), and all awareness based skills are given a -2 DIFF. All reasoning and creative based skills are done at a +1 DIFF.

15 Almost every leisure activity has been incorporated into "infotainment," propaganda for UNICorp and its products. Consumer-associates are bombarded with UNICorp literature and promotions every waking hour. There is nothing produced without the approval of the Vice-President of the CorpState and the Board, and they do not allow anything that goes against UNICorp and its values. Any piece of art or entertainment must involve the positive use of UNICorp and its products for consideration.

The leisure activities offered are numerous, and most of the venues run around the clock. Restaurants, theaters, clubs, and theme parks are designed to ensure that no consumer-associate leaves without some purchase made. UNICorp has made every effort to make consumption (of goods or services) as simple as possible.

16 UNICorp has a uniform style of living space for its consumer-associates. While some

of the basic decorations differ from CorpState to CorpState, the layout of the rooms is the same. The cities are based on the same plan, and little variance is seen outside of the architecture.

In rented vacation flats, there is usually an abundance of houseplants. UNICorp studies have shown that they provide comfort in a strange environment to the consumer-associates.

Often, there are vacation companions for consumer-associates who are away from home. These individuals act as friends and guides for the travelers. They seem to know the traveler as well as they know their CorpState. This is because they are fed data about the traveler in an almost constant stream. Every detail that the traveler might desire, from a certain food to their tastes in recreation, are known. The vacation companions' job is to ensure that the traveler does not have any unpleasant experiences during their stay.

Should the traveler make an error against the host city culture, the vacation companion will work to smooth over relations.

17 Travel between the CorpStates is usually done by underground rail (a massive subway system that circumnavigates the Subearthers docks and structures). Some is done by overland transport through the Overworld, when the cargo is not valuable enough, or the cost of underground shipping would be too great. Most travelers between CorpStates (non-executives) are transported via overland transport.

Some commodities are transported through the Overworld because of their value; lost shipments drive the price of existing goods up. When the Board needs a price hike on food

or some other commodity, they will re-route the transportation through the Overworld for the sole purpose of getting it stolen by the Overworlders or Metagenics. This also provides them with the excuse to send out execution squads, which deplete resources quickly. When shipments become targeted too frequently, or the Overworlders attack the CorpStates directly, the upper-level enforcement is called on. It is unusual, but not unheard-of, for The Pilot or The Man to follow up after a squad, or after a large theft of goods.

Transportation within the CorpStates is usually done through public transportation (busses or light rail; some CorpStates still have subways, though they are seldom used), or by walking. Private vehicles are rare, even among the managers. All consumer-associates (except those whose job is in transportation) begin with no skill in driving or piloting. These skills may be taken as the game progresses, however.

18 As mentioned before, the air of the CorpStates is filtered and kept free from contaminants. There have been attacks on the ventilation systems of the CorpStates by the Overworld rebels, but these were ineffective. Backup systems and purification worked to strain and destroy the contaminants from the air before any damage could be done. These attacks occur almost routinely, but the consumer-associates never know about them.

The air outside of the CorpStates is heavily polluted and very toxic. Consumer-associates do not live long in the harsh environment without protection, such as specially designed suits and portable air filtration devices.

Consumer-associates outside of the CorpStates (in the Overworld) suffer a -2 penalty to all abilities, and 2 points of fatigue when they are first exposed to the Overworld environment without protection. Each hour, they lose one point of Fitness and become more fatigued (1 point per hour) until they die. The only way to counteract this effect is through medical attention. If the individual is treated by someone skilled in general medicine for 6 weeks, the character will be able to survive in the Overworld, but will have a permanent -1 penalty to their Fitness score.

19 These are not facts. They are propaganda perpetuated by UNICorp to show the consumer-associates how much better life is inside the CorpStates.

20 These missions were carried out by UNICorp shortly before the Fall. The colonies were separated from UNICorp during the Fall, though they thrived. The colonies re-developed space travel after they had become independent, and UNICorp had lapsed from memory. They re-established contact with UNICorp while exploring the nearby planets (including Earth).

21 The technology level of the Off-Worlders surpasses that of UNICorp. However, UNICorp is only concerned with what is profitable, and what will keep them in power. The Off-World colonies have no interest in war or conflict; they are peaceful civilizations. They trade goods with UNICorp to perpetuate their growing array of crops and livestock. In return, UNICorp receives ores and minerals, as well as foodstuffs to enhance their own reserves. The technology level of the CorpStates is just above

modern. The Off-Worlders are well into science fiction level.

22 There has been no human contact between the Off-Worlders and UNICorp since the first meetings after contact was re-established. The UNICorp “retirees” have been exiled to the Overworld when they have become too old to work (which is rare) or have become unable to work through other means (such as accidents). These are rare cases, though. UNICorp will make every effort to find a way to keep the consumer-associates productive.

23 The CorpStates are designed to be independent of each other. Each one has the capacity to provide for the basic needs of the consumer-associates. They are inter-dependent in that they strive to remain profitable (a difficult proposition, given that the economy is enclosed). UNICorp, through strategic losses, has been able to maintain a small profit margin each year. The governing body of each CorpState is voluntary; they draw a small salary for food and shelter, but are not wealthy. One of the “perks” of the job is that they are able to enjoy most entertainment at no cost. They are given passes which allow them access to every part of their CorpState, including the research and development areas, as well as the forbidden places.

24 The consumer-associates believe that they are rewarded for a lifetime of productivity with an eternal life of rest and leisure. There have been some sects of consumer-associates that believe that they return to life at UNICorp, in order to continue to improve their productivity and their value to the Board, until they reach perfection in their work. It is only when they

have reached that pinnacle that they are rewarded with eternal rest. This belief has brought interest from the management. They have neither backed the belief, nor denied it. They are gathering production and marketing research to determine the effectiveness of the belief. Those who hold this conviction have it at the Commitment level. If they hold it at the level of Compulsion, the faith-based skills are opened up to them.

25 Within the CorpStates, managers are used as the voices of the Board. The Board does not exist as an entity; it is now a computer program with limited artificial intelligence (which some managers believe is the intelligence or personality of the original President of UNICorp after the Fall). The tiers of management speak for the Board, as the Board is too busy to handle every detail of life in UNICorp. The Vice-Presidents of the CorpStates usually make the final decisions.

SPECIAL CHARACTERS:

THE PILOT AND THE MAN

“The good hunters are lucky. The best hunters make their own luck.”

--one of the mottoes used by The Man

“Luck, schluck. Bomb them into submission.”

--attributed to The Pilot

Two examples of the UNICorp operatives that work against the denizens of the Overworld are known to the Overworlders as The Pilot and The Man. They are the best of the best, highly skilled in what they do.

The Pilot: The presence of The Pilot is enough to keep most Overworlders from taking

any actions against UNICorp. The Pilot rains fear and death from above, and is responsible for the elimination of the villages and towns that continue resistance efforts after warnings have been issued to cease. The Pilot strikes from a sleek black helicopter which is fitted with heavy guns (which may be used to fire either armor penetrating rounds (damage grade: Injury 8, ignores armor up to grade D) or regular rounds (damage grade: Injury 4)) and two banks of eight air-to-surface missiles (damage grade: Injury 8, 50 foot radius). Other light weaponry may be equipped on the helicopter, as well. The Pilot has minimum scores of +4 in Fitness, Awareness, Creativity, and Reasoning. Luck and Discipline are at maximum. Each Pilot is at least Proficient in Brawling, Firearms, Melee, Warfare, Computers, Investigation, Mechanical, Survival, and Martial Arts. They are all Expert in Piloting: All Aircraft.

The Pilot wears a black uniform which covers full-body armor (an advanced synthetic armor, which reduces all damage by three categories). The Pilot's face is covered by a leather-like mask which looks similar to a long, solid veil and pilots goggles. The mask covers the mouthpiece for The Pilot's oxygen mask. The Pilot carries a .45 caliber handgun with a laser sight (damage grade: Injury 4, range categories are reduced by 1) and an Uzi.

The Man is, in almost every aspect (including Abilities), the same as The Pilot. However, The Man is used primarily to seek out and destroy specific individuals, or small groups. The Man is at least Proficient in Athletics, Brawling, Driving, Firearms, Melee, Warfare,

Computers, and Survival. The Man is Expert in Subterfuge, Investigation, and Leadership. The Man has a uniform similar to The Pilot, but The Man does not wear the veil/mask, just the oxygen mask and goggles. The Man also carries a .45 caliber handgun, an Uzi, and a combat knife (damage grade: Injury 1). Where The Pilot strikes from a distance, The Man is more direct about his work.

Both strike fear into Overworlders, which makes those cultures easier to control them and enlist their cooperation against the rebels and raiders. Overworlders seeing The Pilot or The Man suffer a fear penalty. All actions taken are at one difficulty rating higher for two hours. The first three actions taken against either The Pilot or The Man are two difficulty ratings higher. After that, they are at one difficulty rating higher.



"The Man." Nick Allbrandt, 2001.

A note to the gamers

It's been over two years since *Slade Stevens' ...Overworld* first appeared. It remains popular, along with the *Active Exploits* diceless rules from Politically Incorrect Games. (*AE* seems to be evolving faster than "...Overworld," though.)

We've been focusing on our other product lines, developing quality scenarios and settings for the other OGL system. We're still developing material for "...Overworld," getting ready for the release of the full setting, sometime this year or early next year. It's been sporadic, since we've been trying to get Part 4 of "Seipeal de na Nathrach" completed, and we're at work on a series of supplements for our latest campaign setting, *Ignotus*.

But, I haven't forgotten "...Overworld," or the thousands of people who have given it a chance.

This Culture Pack is light on rules for *AE*, but there is some new stuff. And some clarification of rules for the Consumer-Associates. We're slowly integrating the *Active Exploits: Take Two* rules into these packs. After the last of the Culture Packs is done (I'm trying to decide whether or not to include the Subearthers), I might go back and look at updating the material for *AE:T2*. That might be awhile, though. Being a free product, the *AE ...Overworld* stuff is low priority. I will finish what I had planned for it. And we're looking at other settings to develop for the *Active Exploits* system.

My thanks to all of the gamers who have supported this project.

William A. Rae,
Sacred Wolf, Inc.
June 2004